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DEFAULT CONTROLS

GAME CONTROLS

Here's the default (normal) controls for the game. You can change the configuration of your controller in the Options Menu (see Page 5).

BASIC CONTROLS

MOVE BOXER - Directional buttons or Left Analog Stick

HIGH LEFT PUNCH -

HIGH RIGHT PUNCH -

LOW LEFT PUNCH -

LOW RIGHT PUNCH -

HIGH BLOCK -

LOW BLOCK -

PAUSE GAME -

SPECIAL CONTROLS

NOTE: Controls with arrow diagrams indicate pressing the directional buttons or left stick in the direction shown. Remember to reverse the direction when facing the other way during a fight.

JAB -

STRAIGHT -

BODY BLOW -

LOW HOOK - +

HIGH HOOK - +

DOODGE - + or

PARRY - Double Tap (High Parry) or (Low Parry)

TALANT OPPONENT - + or + or + or +

MAIN MENU

At the game's Title Screen, press the START button to access the Main Menu. Highlight your selection and press to access the sub-menu or game mode.

ARCADE MODE

For those of you that want to get in the ring and get the fight going, this is your game mode. Select how many players there will be (1 or 2), select your boxers and come out fighting! More information is on Page 8 of this manual.

CHAMPIONSHIP MODE

Train your boxers in your own gym. Earn money by winning fights. If you think your boxer has what it takes, enter them in a Title Fight (if you've earned the right to) and find out. More details are available on Pages 13-17.

TOURNAMENT MODE

Host your own tournament to find out who the local tough guy (or girl) is. Up to eight players can participate! Check out Pages 18-19 for all the info.

TEAM BATTLE MODE

Send your selected boxers into the ring to square off against an opposing team. The first team to beat the other team's boxers is the winner! More information is on Page 20.

OPTIONS

Adjust the game's volume, configure your controller and lots more! Check out the next two pages for complete details.

OPTIONS MENU

Before you lace up your gloves, you might want to adjust a few of the game's options. Highlight **OPTIONS** at the Main Menu and press **X**.

To adjust an option, highlight the option using the directional buttons or left stick. Next, press Left or Right to adjust the option. If you want to change the controller configuration, you must highlight **CONTROLLERS** and press **X**.

SKILL LEVEL

This controls the game difficulty. Select from **EASY**, **MEDIUM** or **HARD**.

*KNOCKDOWNS

This determines how many times you can be knocked on your butt before losing. Select from 1 to 10 knockdowns.

*ROUNDS

Set the number of rounds (1 to 12) in your bout.

*ROUND TIME

How long do you want each round to last? Select from 15 seconds to 180 seconds (3 minutes).

MUSIC VOLUME

This controls the volume of the background music in the game. Press Left (Lower Volume) and Right (Raise Volume) on the Directional buttons or Left Analog Stick to adjust the volume.



*NOTE: When playing a Championship Mode game, these specific options cannot be adjusted.

OPTIONS MENU

SFX VOLUME

This controls the volume of the game's sound effects. Once again, press Left (Lower Volume) and Right (Raise Volume) on the Directional buttons or Left Analog Stick to adjust the volume setting.

AUDIO

This allows you to adjust the audio output of the game. Select from either **STEREO** (both speakers) or **MONO** (one speaker).

CONTROLLERS

This option allows you to change the configuration of your controller. To change your controller configuration, press Up and Down on the Directional buttons or Left Analog Stick to highlight the different buttons. To change a button, highlight the one to be changed and press the one that you wish to use. To restore the controller configuration to its normal (default) setting, highlight **NORMAL** and press **X**. If you are using a **QUALSHOCK™** analog controller, you can adjust the Vibration Function by turning the **VIBRATION** setting ON or OFF. When you're all set, highlight **BACK** and press **X**.

INITIAL SETTINGS

Highlight this and press **X** to restore the game options to their initial (default) settings.

Well, now that you know how to adjust the game's options, let's start getting into the game itself. So if you're ready, turn the page to begin!



PLAYING THE GAME

If you want to start boxing right away, select Arcade Mode from the Main Menu and press **X**. Next, choose whether you want to play either a One Player game against an AI (Artificial Intelligence or computer-controlled) opponent, or a Two Player game against a friend (or foe). Highlight one and press **X**.

ONE PLAYER GAMES

The object of a One Player game is to box your way up to the title of World Champion. It's a long road, but well worth the trip if you're tough enough.



TWO PLAYER GAMES

There's no classes or Title Bouts to worry about here, just punching and blocking against another player. This version of Arcade Mode is basically a "versus" mode way of playing.

NOTE: In order to play a Two Player game, you must select TWO PLAYERS. A second player may not "challenge" another player during a One Player game.

PLAYING THE GAME

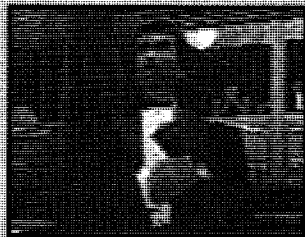
CHOOSE YOUR BOXER

When you select boxers in Arcade Mode, highlight them and press **X** to select them. If you highlight them and press **RT** + **X**, you can change that boxer's costume. Each boxer has a few different costumes, so check each one out. Only visible boxers can be selected.



PRE-FIGHT HIGHLIGHTS

At the start of each fight, each boxer will be introduced by the one and only Michael Buffer, the Voice of Champions™. After the boxer introductions, each boxer will have something to say.



Depending on what boxers are squaring off against each other, some may have a bitter history that far exceeds the confines of the ring. When two boxers have a extreme dislike for the other, these "Bad Blood" matches will cause the boxers to say things they wouldn't normally say. So listen carefully, you might just learn why these two hate each other so much. To find out who each boxer's arch rival is, check out the boxers section (Pages 21-39) of this manual.



PLAYING THE GAME

HEALTH AND POWER METERS

Each boxer has their own Health and Power meters. Located in the top corners of the screen, these meters will rise and fall throughout the fight. When the Health Meter disappears, your boxer will be dazed on the canvas. When you do get knocked down, repeatedly press any two buttons to restore your health and get back on your feet. You will not be able to fully recover your health, but your Health Meter will be full enough to at least get back in the fight.

The Power Meter is essential for throwing power punches or for pulling off combos. If you attempt to perform a combo with no power, you will not be able to do so. The Power Meter drains with every punch or combo you throw, but it will quickly recover when you are not throwing punches.



PLAYER ONE
Health and
Power Meters

PLAYER TWO
Health and
Power Meters

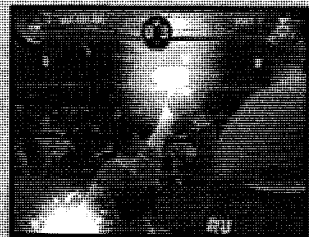
PLAYING THE GAME

RUMBLE!!!

Whenever you cause enough damage, you will earn a letter in the word RUMBLE. A little more difficult to execute is a Taunt. Taunting your opponent will not only cause a few laughs, but you will also earn a letter or two as well. Be warned, taunting opponents will leave you wide open for attack!

RUMBLE MODE

When you have earned the necessary letters to spell out RUMBLE, press **R1** and **R3** at the same time to activate RUMBLE MODE. You must have the complete word spelled out (the letters will appear on the bottom of the screen) in order to activate Rumble Mode!



RUMBLE FLURRY

When you have activated Rumble Mode, your boxer's gloves will begin to glow. When the action resumes, press **1** and **2** at the same time to begin your attack. If you're going to use your Rumble Flurry, you've got to do it quickly. Once your gloves glow, they'll only stay that way for a few seconds.

FLURRY 1 - Spell RUMBLE one time to unleash a quick series of punches on your opponent.

FLURRY 2 - Spell RUMBLE twice to let loose a stronger and faster series of punches.

FLURRY 3 - If you can do it, spell RUMBLE three times to perform a flurry so strong that one punch will send your opponent flying out of the ring.

CHAMPIONSHIP MODE

Championship Mode gives you ownership of a gym in which to train your boxers. Your goal is to make all of your gym's boxers champs. It's up to you to train them for their fights, and it's your responsibility to keep them trained. Each of your gym's boxers must become champs in order to fully beat the game. You can train your boxers for upcoming fights. These fights are shown on a calendar and are separated into Prize Fights (for money) and Title Fights. Make sure to check out the calendar for your boxer's next fight! Make sure you train for your fights too, because if you lose three Title Fights, your gym will close and you will lose the game. All fights can only be fought on their determined dates, so take the time off and train for them!

From the Main Menu, select **CHAMPIONSHIP MODE** and press **X**. If you are using a Memory Card, you will be able to save your progress. After selecting **Championship Mode**, you can either begin a **NEW GAME** or **LOAD** a previously saved one.

Next, you will select your first boxer for your gym. Only boxers that are unlocked will be selectable. Choose the one that you like the most and press

2. Your objective is to take your boxer (who is unranked) and move them [through Title Fights] up the ladder all the way up to champ.

The Championship Mode Menu is the center of your gym. This is where you can train your boxers, schedule their upcoming fights, view their attributes and more.



CHAMPIONSHIP MODE

TRAIN BOXER

You have to train your boxers for their fights. Your gym contains a series of 7 challenging and fun mini-games designed to improve your boxer's performance. We'll get into that more on Pages 16-17.

TITLE FIGHT

Enter fights to become a ranked boxer. Initially, your boxer will begin their career unranked, fighting to be the 12th Ranked contender. The more fights you win, the higher up the ranks you'll climb. When you highlight **TITLE FIGHT** you will see the opponent you have to beat. It won't be an easy task, so make sure you train your boxers well. After all, the success of your gym depends on their performance in the ring! If you lose three fights, your gym will be closed and out of business (and your game will be over). Make sure you look for the microphone icon on the calendar; this indicates your next Title Fight.

附錄五

In order for your gym to succeed financially, as well as purchase the vital training aids VITAMIN PROGRAM and RUMBLE MASS (see Page 17), you'll need to win money. Prize Fights allow your boxer to duke it out for a cash prize. The \$ icon on your calendar is your next Prize Fight, so make sure you train for it!

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 3. **Results**
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 216. **Figure 207**
 217. **Figure 208**

Exit Championship Mode and return to the Main Menu. To exit, highlight EXIT and press . You have the choice of exiting and saving your progress or you can exit without saving your progress. You may also cancel this exit command.



CHAMPIONSHIP MODE

Training your boxer is an important part of beating Championship Mode. Each training game is designed to improve certain attributes of your boxer. When selecting a training game, you can play the training game yourself (MANUAL TRAINING) or have the game build your attributes for you (AUTO TRAINING). These attributes are:

STRENGTH - This measures the power and strength of your boxer's punches.




STAMINA - This determines how long your boxer can last in the ring before getting tired.

ENDURANCE - How much punishment can your boxer take?

DEXTERITY - This attribute controls your boxer's speed. The higher the dexterity level, the faster your boxer will move.

EXPERIENCE - How many fights has your boxer had? The more Title Fights you enter, the more experience you will gain.


You should always try to improve your boxer's attributes after each bout. When you do train your boxer, do as many training games as you can to improve all of your boxer's attributes, not just one. This helps to make your boxer's attributes even and not strong in just one or two. What good is a boxer with tremendous strength who doesn't have the stamina to last in a single fight? In order to get your attributes as high as possible, select Manual Training. Using Auto Training will cause your attributes to decrease the more you play the training games or the higher level of difficulty in the training game you use. In other words, the more you train, always build your attributes using Manual Training!

To train your boxer, highlight TRAIN BOXER and press . Next, press Left or Right on the Directional buttons or Left Analog Stick to view the training games. These training games are listed as equipment. Select your training game by pressing . After that, you can select the level of training (difficulty) by pressing Left and Right (if you are using AUTO training, there is no difficulty setting). When you're all set, press  to continue.

CHAMPIONSHIP MODE

Next, you will determine how long you want your boxer to train for. Using the calendar which appears, highlight the day you want training to END. The more days you choose, the more the attribute will rise. When building up attributes, remember to watch the attribute meters closely. Your attributes will rise or fall depending on your length of training. GREEN indicates an increase in the attribute, while RED shows a decrease. Remember to watch the calendar for your next fight and train for it!

TRAINING GAMES

The training games are basically mini-games which help improve your boxer's attributes. Depending on how well you did in the training game, your boxer's attribute (based on what type of training game you played) will rise or not move at all. The training game rules are displayed before you begin a training game, so pay close attention before beginning. When you're ready to begin play, press .

JUMP ROPE

The Jump Rope training game helps to build up your Stamina, Endurance and Dexterity. Press the appropriate buttons at the precise time to score.

SPEED BAG

Throw punches, earn points and improve your Strength and Endurance in this training game. Punch the speed bag to earn points. The more you make the bag hit the ceiling, the more points you will earn.

HEAVY BAG

This game improves your Strength and Stamina. You will be told what punches to throw and you must throw the exact punches to score points. Remember that the more points you get, the more your attribute will grow.



CHAMPIONSHIP MODE

SWAY BAG

Improve your Stamina and Dexterity as you punch and then dodge this fast-moving bag. Throw the desired punch and follow the desired movements to score big in this training game.

RUMBLE PADS

Designed to improve your Endurance and Dexterity, this piece of equipment challenges you to throw punches as fast as you can. Throw the desired punch quickly, because these pads will disappear.

RUMBLE AEROBICS

Follow the lead of the bubbly Julie the Aerobics Instructor. She'll tell you the moves and leave it up to you to repeat them. The Rumble Aerobics training is designed to improve your Endurance and Dexterity.

WEIGHT LIFTING

This training game improves your boxer's Strength. Lifting weights causes a meter to rise. Keep the meter in the desired area to build points and muscle!

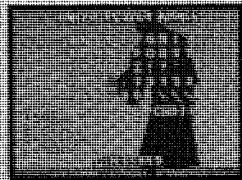
NON-GAME TRAINING

There are two non-game ways of training your boxer. The VITAMIN PROGRAM and RUMBLE MASS regiments must be paid for. To pay for each program, you must win money in Prize Fights. The Vitamin Program will improve your boxer's stamina and dexterity and costs \$10,000 for each session. The Rumble Mass program will improve your boxer's strength tremendously. The cost for the Rumble Mass training is a staggering \$25,000.

TOURNAMENT MODE

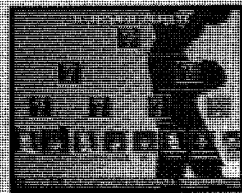
Tournament Mode allows you to set up your own tournament with up to eight players. From the Main Menu, highlight TOURNAMENT MODE and press **X**. Select the number of players competing by pressing the Directional buttons or Left Analog Stick. Left and Right (you can select from 3 to 8 players). Next, press **X** to proceed to the name-entering portion of your tournament.

The next thing you will do is enter a name for each player participating. Letters can be entered by pressing **X**. When you are finished entering a name, highlight END and press **X**. To enter another player's name, press **X** when the player name line is highlighted, then follow the name-entering instructions above.



After each player has entered their names, it's time to choose your boxers. In numerical order, each player will select a boxer by highlighting them using the directional buttons or left stick and then pressing **X**. The next player must press **X** first before attempting to choose a boxer. This tells the game that Player One is set and Player Two is ready to begin. When all players have selected their boxers, it's time to view the matchups.

The game will automatically set your matchups. If you are playing with an odd number of players (3, 5 or 7), one player will have to face a computer-controlled opponent in their first match. If the computer opponent wins that match, it will remain in the tournament until beaten.



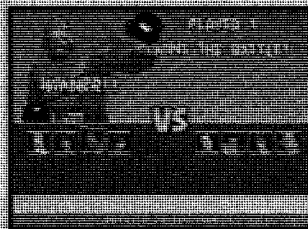
TEAM BATTLE MODE

This game mode allows you to choose a team of up to eight boxers and go against another team. From the Main Menu, highlight **TEAM BATTLE MODE** and press **X**.

This is a One or Two Player game mode, so choose how many players there will be and press **X**. Next, select how many boxers will be on each team. Select between 4 through 8 and press **X**.

Each player can select their boxers by highlighting them and pressing **X**. If you wish, you can choose the same boxer as many times as you want. After each player has selected their boxers, it's time for the battle to begin.

The first player to eliminate the opposing player's team is the winner.



THE BOXERS

AFRO THUNDER

Hometown: New York City, NY
Height: 5'7" Weight: 121
Reach: 70" Age: 24
Arch rival: G. C. Thunder

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Back, Forward • RH
COMBO - LH, LL, RH, RL

Afro Thunder might have gone Hollywood for a while, but he's back. Sparring boxing for three years to pursue a career in action films, he returns with a purpose: spreading his culture. G. C. Thunder, who entered the boxing arena in an attempt to be Afro's rival. The movie industry may have temporarily sapped him of his boxing skills, but Afro's stage presence and incomparable charisma are fireproofed. The better known boxer has inspired a newfound motivation in Afro, who promises to make a headline-making ring return.

SELENE STRIKE

Hometown: Seattle, Brazil
Height: 5'2" Weight: 130
Reach: 60" Age: 27
Arch rival: Maria Tia

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Back, Back • RH
COMBO - Forward, Forward • RH, LL, LH

The towering Selene Strike is fighting her way back. After having suffered a serious setback when she went down at the hands of new boxer Maria Tia, a fight which she had figured to dominate, Strike has been battling the demons of her own confidence. Now training with Lulu Valentina, Strike has added new boxing techniques by utilizing her gymnastic skills and strength training which have resulted in a renewed assurance in her own abilities. She'll seek the championship glory with both in hand and some new opponents of her.

BORIS 'THE BEAR' KNOXMOV

Hometown: Zagreb, Croatia
Height: 6'3" Weight: 218
Reach: 72" Age: 32
Arch rival: Brucher Brown

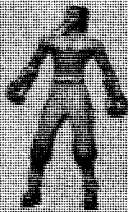
LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Forward, Back • RH, LL
COMBO - Forward • LL, RH, LH

When describing Boris 'The Bear' Knoxmov, opponents use the word 'beast'. Knoxmov refers to the term 'opportunistic', based on the advantage of his boxing prowess. Knoxmov has for the past three years gone on an international tour, showcasing himself and his products on international the world over, which have garnered him a particularly strong following in his homeland. Looking for a return to the ring since lengthen his 15 minutes of fame and his competitive victories, Knoxmov is back with larger opponents, and renewed vigor.



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THE BOXERS

J. R. FLURRY

Hometown: Los Angeles, California

Height: 5'11" Weight: 190

Reach: 75" Age: 24

NOTE: J.R. Flurry does not have an arch rival

Maturity has done a lot for J. R. Flurry. Once dubbed "The Prudgent Pugilist" because of the manner in which he turned on his former coach, Gene Skellato—who then lost Flurry in the ring and handed him his love interest, Flurry has since boxed with his opponent, Skellato's wife. Not to mistake, however, you'll still find some attitude from Flurry, but now it is only pervasiveness to reflect skills and superior knowledge of the sweet science. Prudgent no longer. Flurry presents a big challenge to all his boxing opponents.

JOHNNY "BAD" BLOOD

Hometown: Pukekohe, New Zealand

Height: 5'7" Weight: 231

Reach: 87" Age: 21

Arch rival: "Iron" Chen

Johnny "Bad" Blood, brother of former Pacific participant Jimmy Blood, is a walking contradiction. Despite the fact that he's had the same height of a sheepherder most of his years, Blood has also tempered death in his native New Zealand by engaging in the fierce battles of animal pits and back alleys. And although his Moor-fighting ways are savage, Blood possesses a certain control, partly fueled by his deepened desire to measure up to the past successes of his brother.

"BIG" WILLY JOHNSON

Hometown: Chester, England

Height: 5'8" Weight: 175

Reach: 72" Age: 31

Arch rival: Rocky RESE-4

"Big" Willy Johnson is in a fine way, but one that has served him well. A gritty, old-school boxer, Johnson would prefer to fight without gloves but has adapted to the modern age by utilizing some current boxing techniques. That combination of old-time boxing discipline and advanced technical method has made him a champion and complete boxer and one who cherishes his one-dimensional face. It's somewhat like a job, however, to convince him his look is about as stylish as a horse and carriage.

LH - Left High • RH - Right High

LL - Left Low • RL - Right Low

SPECIAL: Back, Forward • RH

COMBO: Forward • LH, LL, UL, LH

LH - Left High • RH - Right High

LL - Left Low • RL - Right Low

SPECIAL: Forward • LH • RH

COMBO: Up, Down • RL, LH, RL

LH - Left High • RH - Right High

LL - Left Low • RL - Right Low

SPECIAL: Forward, Forward, Back • LH

COMBO: Forward, Forward, Back • LH, LL

THE BOXERS

ROCKET SAMCHAY

Hometown: Bangkok, Thailand

Height: 5'2" Weight: 185

Reach: 72" Age: 25

Arch rival: Angel "Fighting" Rivera

Rocket Samchay has his eyes on the championship. By "eye," that is. The boxer has only one remaining organ of sight after losing the other courtesy of Angel "Fighting" Rivera's thumb. A return to his native Thailand to compete in Thai boxing tournaments helped him regain focus and add some brutal new tactics. Having honed his skills among some of the greatest Asian fighters in the region, Samchay brings a special resiliency in his quest to succeed in the World Tournament.

G. C. THUNDER

Hometown: Miami, Florida

Height: 5'7" Weight: 119

Reach: 70" Age: 20

Arch rival: Afro Thunder

G. C. Thunder may be a tall distraction, but he's no lightweight when it comes to boxing or flamboyant fashion. Gaudy and longwinded rival of Afro Thunder, G. C. has a fair amount of critics who claim he's more performer in the ring than boxer. That fear's dissuaded him from using his boxing success as a vehicle for spurring a chain of fast fashions or from making the claim that he'll become the next world champion.

ROBOX RESE-4

Hometown: Chicago, Illinois

Height: 5'11" Weight: 190

Reach: 80" Age: 1

Arch rival: "Big" Willy Johnson

ROBOX RESE-4 may be being used as a marketing ploy, but don't tell it to its face. If anything non-human can have a face, that is. Designed to overpower his ROBOX, an omniscient boxing cardio-fitness machine that is baked or as perhaps the next great health invention, ROBOX RESE-4 does more than just exercise. It is an advanced version of the machine that is able to take punishment and, when prompted, have some back. The days of the stationary bike certainly are gone!

LH - Left High • RH - Right High

LL - Left Low • RL - Right Low

SPECIAL: Forward, Back • RL

COMBO: Forward, Back • RL, RH, LH

LH - Left High • RH - Right High

LL - Left Low • RL - Right Low

SPECIAL: Forward, Back • LH

COMBO: Forward • LL • RL, LH, RH

LH - Left High • RH - Right High

LL - Left Low • RL - Right Low

SPECIAL: Back, Forward, RH

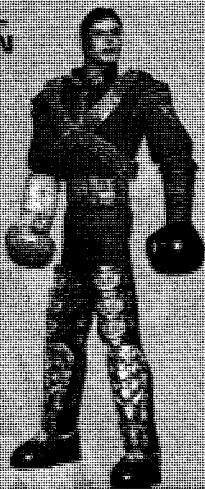
COMBO: Up, Down, LL, LH, RL

SPECIAL BOXERS

In addition to the regular characters, this time you'll be joined by some special hidden boxers. Although not selectable at first, these boxers can be unlocked by winning games in Arcade Mode. Make sure to check out gaming magazines or the internet for more secrets that can be found in *Ready 2 Rumble Boxing™: Round 2!*

The more Arcade Mode games you win, the more boxers you will unlock. Do you have what it takes to unlock the two very special boxers below? Then again, do you have what it takes to defeat them?

**MICHAEL
JACKSON**



**SHAQUILLE
O'NEAL**

